

Aminetpart

COLLABORATORS

	<i>TITLE :</i> Aminetpart		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 3, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Aminetpart

1.1 Files uploaded the month Sep 93, empty line = new day

Click name to unpack, description to read the readme or get help

File	Dir	Size	Age	Description
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MazeWarz103.lha	game/shoot	129K	72	Multiplayer arcade shootemup conversion
ZCheckers_03a.lha	game/think	16K	72	Intuition-Based Checkers (v2.0+)
SpaceHulkDocs.lzh	game/shoot	2K	72	Instructions for Space Hulk Demo
CombatAirPatrl.dms	game/demo	427K	72	Official Demo from Psygnosis
roach_motel.dms	game/jump	293K	72	Kill the roaches/collect spray cans.
BubbleBobble.lha version 1	game/patch	125K	73	Patch original BB for 2.0/3.0 etc now in ↔
minestwo10.lha	game/board	105K	73	Minesweeper w 2 mice on same board opt
popeye.lha	game/jump	459K	73	bignonia's port of the c64 classic 'popeye'
xprzmodem30.lha	comm/term	210K	73	XPRZmodem.library V3.0
galactoid.lha	game/shoot	79K	73	1 or 2 player shoot-em-up game
dwaga.lha	game/demo	155K	74	Demo of AGA-only dungeon game.
aztec.lha	game/jump	196K	74	Freely distributable jump'n'run game
sol_ManicMansi.lha adventure g	game/hint	2K	74	Solution/Walkthrough for Manic Mansion ↔
karate.lha	game/patch	150K	75	King of Karate, fix for A4000, 040.
SizeTris10.lha	game/wb	25K	75	Tetris-Clone for the Workbench
Monitor30Patch.lha	util/boot	55K	75	CBM patch for Workbench 3.0 monitor files

Infocom64ToDat.lha	game/role	15K	75	Convert C64 Infocom Games To Data File.
yactris0_1.lha	game/think	99K	75	Yet Another Clone (tet)TRIS, v0.1
ReOrg31.lha	disk/optim	326K	76	Disk optimizer with DC-FFS support
SkidMarksDemo.lha	game/demo	271K	76	Playable Demo of SkidMarks, commercial driving gam ↩
BackGammon099.lha	game/think	25K	76	Workbench BackGammon Game
mp103.lha	gfx/show	58K	76	MPEG player for ECS/AGA/OpalVision/ PicassoII, need ↩
